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End of an era - Toshiro Tsuchida leaves Square Enix!

For those of you who don't know, Toshiro Tsuchida left Square Enix Co., Ltd. as of February 28, 2011. His departure marks the end of an era at the company, as very few employees of the Square Co., Ltd. generation remain behind. While he will be remembered for creating **Front Mission** and **Arc the Lad**, as well as his battle system designs for **Final Fantasy X** and **Final Fantasy XIII**, those aren't the only things Mr. Tsuchida is known for. Contrary to popular Western belief, Toshiro Tsuchida is not exactly a role-playing game (RPG) developer with an inclination towards turn-based and strategy elements.

In fact, if you research his development history, you'll find that Toshiro Tsuchida is **an incredibly versatile developer with an inkling for action and shooter-based video games!** Even **Front Mission** exemplifies his willingness to experiment through **Front Mission: Gun Hazard**, **Front Mission Alternative**, and **Front Mission: Online**! Whether it's a beat 'em up, side-scrolling shooter, simulation, or even a hybrid puzzle/shooter, Mr. Tsuchida has created cult hits and fan favorites across numerous genres! As a special tribute to one of Japan's most talented game developers and one of the rare few who can rightfully be called a "*forward thinker*", we present some of his works you might not have heard of!

1990

Sol Bianca, Console role-playing game (CRPG)



Ranma 1/2 Nibunnoichi, Beat 'em up



1991

Head Buster, Turn-based strategy (TBS)



1992

Kaizou Choujin Schbibinman 2 (aka Shock Man), Platformer



Advanced Busterhawk Gleylancer, Side-scrolling shooter



Assault Suits Valken (aka Cybernator), Side-scrolling shooter



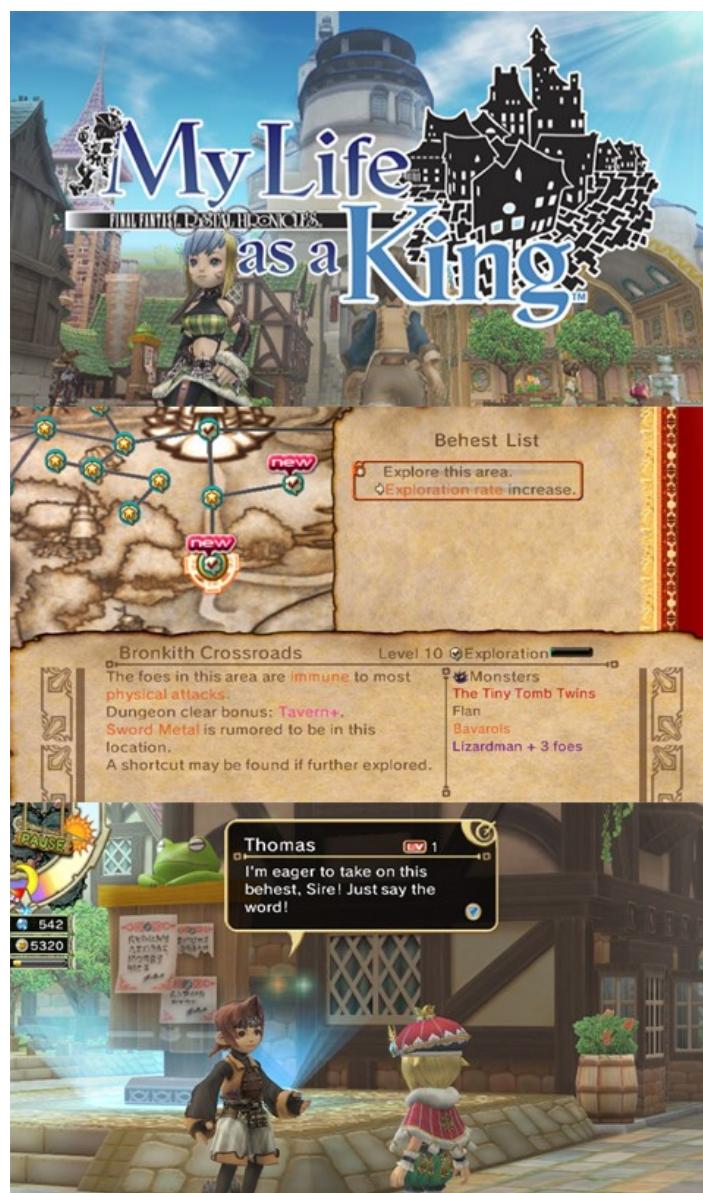
1993

Langrisser (aka Warsong), Strategy role-playing game (SRPG)



2008

Final Fantasy Crystal Chronicles: My Life as a King, Simulation



2009

Thexder Neo, Shoot 'em up



2010

Death by Cube, Hybrid puzzle/shooter



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